

# Changelog LRB v1.05

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Changes are highlighted in red

## General

- New army lists:
  - Araby
  - Dogs of War
- Added
  - Appendix C: FAQ
- Wording, typos, spelling errors, etc. were fixed

## Core Rules

- General:
  - Characteristics: added paragraph with modified characteristics (deleted respective paragraph in chapter magic)
- Units
- Movement
  - **- Change formation:** Deduct  $\frac{1}{2}$  M to increase or reduce the front rank by up to 5 models. Arrange the models in the new formation in a legal way. **Models have to be removed from or added to both sides of the front rank in alternating order so that the centre of the front stays largely the same.**
  - **Charging:** complete revision
  - **SINGLE MODELS**
    - Single models may pivot on the spot (around their centre). **For this purpose, obstacles and units are ignored, i.e. just position the unit facing in the new direction. Pivoting does not count as moving in regard to shooting.**
- Magic
  - **Resolving spells**  
**Unless noted otherwise spell effects are not affected by special rules of the caster (i.e. a Fire Ball cast by a wizard with “Killing Blow” does not gain the Killing Blow special rule) or by buffs/debuffs affecting the caster (i.e. a Fire Ball cast by a wizard with a +1S buff still causes S4 hits).**
  - **Remains In Play spells**  
**A caster may cancel any of its RIP spells at any time during the magic phase (of both players).**
- Close Combat
  - Changed “defended obstacle” to “entrenched” and revised all associated rules (pikes, linear obstacles, etc.). In particular, flyers are now affected by the rule.
- Psychology
  - **Psychology Tests**  
**Psychology tests are: panic, fear, terror and stupidity tests. A break test is not a psychology test.**
  - **Panic:** completely revised

- **Frenzy**
  - A frenzied unit which loses a round of combat, loses Frenzy (**after the break test**) for the rest of the game.
- Special Rules
  - Added **Ignores Difficult Terrain**
  - Added and revised **Instability**
- Equipment
- Unit Types
  - **Warmachines**
    - **Warmachines automatically pass all terror tests.**
- Characters
  - **Joining and leaving units**
    - When a character joins a unit consisting of a single rank, the player can **extend the rank respectively and/or form a second rank with the replaced models.**
    - A character that is part of a unit that declared a charge has to charge with the unit. A character that is part of a unit that did not declare a charge may declare a charge and charge on its own. In this case the character will leave the unit in the 'resolve charges' phase and the unit is free to move in the 'remaining moves' phase. **For Stand & Shoot purposes, treat the unit the character charges out of as non-existing.**
  - **Challenges**
    - In close combat, models fighting in a challenge are immune to damage from sources outside the challenge. This especially means that impact hits are not resolved when the model fighting in a challenge is the only model in btb with a charging chariot.
    - Models that are not fighting in a challenge may not direct attacks at **models** fighting in a challenge. This may result in models not being able to attack at all.
  - Characters affected by Frenzy and Hatred in units revised
- Command Group
  - **Champions can move inside their unit like characters.**
  - **Champions do not count as characters for spells.**
- Terrain
  - Added Cornfield and Swamp (like Rubble)
  - Linear obstacles revised
  - Rivers and Lakes revised
- Army Composition
  - **Equipment and Magic Items**
    - Magic items or equipment of category X are 'hidden', even if they do not count as magic items ingame.**
- Standard Scenario
  - **Occupied table quarters**
    - 100 VP for each table quarter occupied by a friendly **scoring unit**. A **scoring unit** is any unit of Type Inf, Cav, Mol or MoCav that both has US5+ and is not broken at the end of the battle. Units comprising at least two models with the 'Light Chariot' special rule count as Type Cav for this purpose.

- **Captured standards**
  - 100 VP for the player that captured more standards (including the battle standard). A standard only counts as captured if the unit with the captured standard is neither broken nor destroyed at the end of the battle.

## Army wide changes

- **Special Rules**
  - **"Ignores Difficult Terrain"** moved to core rules.
  - **"Instability"** revised and moved to core rules.
  - **Unruly:** At the beginning of the compulsory movement phase, roll a D6 if the unit is not in cc and has LOS to an enemy unit. On a roll of '1' the unit has to charge the nearest enemy unit it can charge. If no charge is possible then the unit has to immediately move as fast as possible towards the nearest enemy unit in LOS and cannot move in the subsequent remaining moves phase.
  - **Martial Honour:** Any model with Martial Honour can issue and accept challenges. Also, anytime a challenge is issued, a model with Martial Honour has to accept the challenge, if possible.
- **Giants**
  - Point Cost of models with the **"Giant"** special rule increased to 160p + Nx40p
  - Scaly Skin upgrade for **"Chaos Giant"** increased to +30p
- **Magic revision**
  - **Green Fire of Mutation (9+):** Direct Damage, Range 24". Target unit attacks itself. Each model makes a single attack (weapon option of Chaos player's choice) and hits are allocated like shooting. Has no effect on mounts and character models. The 'Block' special rule has no effect against damage suffered from this spell.
  - **The Beast Cowers (9+):** completely revised
  - **Vermin Tide (7+):** Magic Vortex. Place 3" template touching the caster then move the template 4D6" in any direction in the caster's front arc. Every unit touched by the template (except caster) suffers 3D6 S2 hits.
  - **Dominion / Enrapturing Spasms (10+):**  
Hex, Range 18". Choose effect A), B) or C):  
A) In its next movement phase, target unit cannot charge and may only reform but not move otherwise.  
B) In its next magic phase, target unit cannot cast spells.  
C) In its next shooting phase, target unit cannot use ranged attacks.
  - **Nurgle's Blessing / Flesh of Stone (6+)**
    - Added "Has no effect on character models."
    - point cost raised to 45p / 60p
  - **Stoneskin / Spell Rune of Adamant / Shield of Saphery / Shield of Light / Incantation of Protection / Blessing of the Cold Gods:**
    - point cost raised to 45p / 60p
  - **Shroud of Darkness / Celestial Shield / Frost Shield / Shadow Pelt (5+):**
    - Augment, Range 18", Ward Save (5+) vs ranged attacks and spells until the caster's next magic phase. Has no effect on character models.

- **Shadow Mist (5+):**
  - Augment, Range 18", Ward Save (5+) vs cc attacks until the caster's next magic phase. **Has no effect on character models.**

## Giants

- **Ignore Little 'Un Panic** replaced by Immune to Psychology

## Beastmen

- Added army wide special rule **Rivalry of the Gods**
- Added **W Butchering Blade** (option for Beastlords and Wargors)
- Additional hero option:
  - **Centigor Chieftain**
- **Lords**
  - **Beastlord:** Point Cost: **110p**
  - **Beastlord of Khorne:** Point Cost: **140p**
  - **Beastlord of Nurgle:** Point Cost: **130p**
  - **Beastlord of Slaanesh:** Point Cost: **130p**
  - **Beastlord of Tzeentch:** Point Cost: **130p**
  - **Doombull of Khorne:** Point Cost: **220p**
  - **Doombull of Slaanesh:** Point Cost: **210p**
  - **Great Bray-Shaman:** Point Cost: **50p**
  - **Great Bray-Shaman of Nurgle:** Point Cost: **70p**
  - **Great Bray-Shaman of Slaanesh:** Point Cost: **70p**
  - **Great Bray-Shaman of Tzeentch:** Point Cost: **70p**
- **Heroes**
  - **BSB:** Point Cost: **90p**
  - **BSB of Khorne:** Point Cost: **115p**
  - **BSB of Nurgle:** Point Cost: **105p**
  - **BSB of Slaanesh:** Point Cost: **105p**
  - **BSB of Tzeentch:** Point Cost: **105p**
  - **Wargor:** Point Cost: **65p**
  - **Wargor of Khorne:** Point Cost: **90p**
  - **Wargor of Nurgle:** Point Cost: **80p**
  - **Wargor of Slaanesh:** Point Cost: **80p**
  - **Wargor of Tzeentch:** Point Cost: **80p**
  - **Gorbull of Khorne:** Point Cost: **150p**
  - **Gorbull of Slaanesh:** Point Cost: **135p**
- **Units**
  - **Gors:**
    - Point Cost: 10 Gors: **70p**, Gor 11-20: **+5p** each, Gor 21+: **+4p** each
    - Mark of Khorne **+35p**
    - Mark of Nurgle **+2.5p/model**
    - Mark of Slaanesh **+1.5p/model**
    - Mark of Tzeentch **+1.5p/model**

- **Bestigors:**
  - reduced base cost to 120p
  - Mark of Khorne +50p
- **Gor Raiders:**
  - Point Cost: 10 Gor Raiders: 90p, Gor Raider 11+: +6p each
  - Mark of Khorne +35p
  - Mark of Nurgle +2.5p/model
  - Mark of Slaanesh +1.5p/model
  - Mark of Tzeentch +1.5p/model
- **Chaos Spawn:** Point Cost: 35p + Nx15p
- **Tuskgor Chariot:**
  - Impact Hits (D3+2)
  - Point Cost: 80p + Nx10p
  - Mark of Khorne +20p
  - Mark of Tzeentch +20p
- **Razorgor Chariot:**
  - Impact Hits (D3+2)
  - Point Cost: 130p + Nx10p
  - Mark of Khorne +20p
  - Mark of Nurgle +15p
  - Mark of Tzeentch +25p
- **Minotaurs:**
  - Mark of Khorne +50p

## Bretonnia

- **Blessing of the Lady:** The Blessing affects all character models and units with a 'Vow' (see below) which get a Ward Save (6+) and a Ward Save (5+) versus hits with S6 or more.
- **Vows:** added "Characters with a vow cannot join units with no vow or a higher vow than their own (ranking: knightly vow < questing vow < grail vow)."
- **Braziers:** If the unit did not move, the unit rerolls natural '1's for to-wound rolls when attacking with longbows.
- **E Holy Icon:** MR (2)
  - Costs reduced respectively
- Added **S Fleur de Lys:** MR (1)
- **B Banner of Defence:** If the unit has the Blessing then it gains a Ward Save (4+) versus ranged attacks (i.e. shooting and magic missiles) with S6+.
- **X Virtue of Empathy:** The character gains a shield for free but loses its mount, i.e. the character has to fight on foot. The character may join units with the Peasant's Duty special rule. In addition, all friendly units with the Peasant's Duty special rule within 12" may use the Ld of this character (works like 'Inspiring Presence').
- Point Cost of **Questing Vow** for characters increased to 20p
- **Prophetess of the Lady:**
  - Point cost: 65p
  - MR (1)
  - Warhorse +15p
  - Barding +10p

- **Damsel of the Lady:**
  - Point cost: **25p**
  - MR removed
  - Added option for S Fleur de Lys
- **Peasant Bowmen:** Point Cost: 10 Peasant Bowmen: 50p + Nx10p, 11-20: **+6p** each
- **Mounted Yeoman:** shields for **+2p/model**
- **Questing Knights:** B Valorous Standard **+60p**
- **Grail Knights:** 135p + **Nx15p**
- New units
  - **Castle Guard** added

## Chaos Dwarfs

- **Blunderbuss:** Single Shot: Range 15", **no penalty for moving and shooting**. In addition to the other limitations for boosting shots, the unit may only boost the power of Single Shots if only the front rank of the unit is firing, i.e. if the unit likes to shoot with more ranks (for example if they are positioned on a hill or shooting at a Large Target) they have to use the basic power value.
- **T Talisman of Obsidian:** MR (**2**), bearer and any model in btb may not cast spells
  - Costs reduced respectively
- **Infernal Ironsworn:** cost of additional models increased to +20p.
- **Hobgoblin Wolf Rider:** shields for **+2p/model**
- **Hobgoblin Spear Chukka:** Point Cost: **40p** + Nx10p

## Daemons

- Changed army wide special rule **Daemonic Animosity** to **Rivalry of the Gods**
- **Pink Flames of Tzeentch (PM X/4+):** MM, Range 24", **D6+2** S3 hits, AP (1)
- **B Banner of Perpetual Virulence:** Models that attack this unit in cc suffer a S3 hit for each successful **to-wound roll**.
- **B Skull Banner:** **Units shooting at this unit suffer -1BS (to a minimum of 0) for this attack.**
- **Characters**
  - **Bloodthirster:** W and US reduced to 6, point cost reduced to 525p.
  - **Great Unclean One:** Point Cost: **450p**
  - **Keeper of Secrets:** Point Cost: **475p**
  - **Lord of Change:** Point Cost: **425p**
  - **BSB of Khorne:** Point Cost: **160p**
  - **BSB of Nurgle:** Point Cost: **160p**
  - **BSB of Slaanesh:** Point Cost: **150p**
  - **BSB of Tzeentch:** Point Cost: **95p**
  - **Herald of Khorne:** Point Cost: **145p**
  - **Herald of Nurgle:** Point Cost: **155p**
  - **Herald of Slaanesh:** Point Cost: **145p**
  - **Herald of Tzeentch:** Point Cost: **80p**

- **Units:**
  - **Bloodletters:**
    - Point Cost: 8 Bloodletters: **130p**, Bloodletter 9-30: +13p each
    - Skull Banner: +**20p**
  - **Daemonettes:** Point Cost: 6 Daemonettes: **90p**, Daemonette 7-30: +10p each
  - **Screamers:** Point Cost: 3 Screamers: **75p** + Nx30p, Screamer 4-9: +30p each
  - **Seeker Chariot of Slaanesh:** Point Cost: **120p** + Nx10p
  - **Beasts of Nurgle:** Point Cost: 1 Beast of Nurgle: **90p**, 2-7: +**75p** each
  - **Fiends of Slaanesh:** Point Cost: 1 Fiend: **60p** + Nx**5p**, Fiend 2-12: +**55p** each
  - **Plague Drones:** Point Cost: 3 Plague Drones: **180p** + Nx30p, 4-7: +**65p** each
  - **Exalted Seeker Chariot of Slaanesh:** Point Cost: **230p** + Nx20p

## Dark Elves

- **Death Hag:** added option X Disciple of Khaine (c)
- **Raiders:** Point Cost: 10 Raiders: **130p** + Nx10p, Raider 11-15: +**12p** each
- **Crossbowmen:** Point Cost: 10 Crossb.: 110p + Nx10p, 11-20: +**11p** each, ~~21+: +8p~~
- **Cold One Chariot:** Point Cost: **100p** + Nx10p
- **Scourgerunner Chariot:** Point Cost: **110p** + Nx10p
- **Repeater Bolt Thrower:** Point Cost: **70p** + Nx20p

## Dwarfs

- **Shieldbearers:** Model gets +1AS, as well as 2 additional attacks at WS5 and S4 that do not benefit of any gear or special rules of the model, e.g. runic items. **The model still counts as an infantry model with US 1 and therefore cannot be singled out by shooting (under normal circumstances). Also, when this model joins a unit, the unit counts its rank bonus as if the space the Shieldbearers take up was filled with rank and file models.** If this model is the general of the army, its range for Inspiring Presence is 18".
- **Rune of Warding:** MR (1) (stacks), **max. of 2 per model**
- **Rune of Sanctuary:** MR (1) (stacks), **max. of 2 per model**
- **Lord:** Shieldbearers reduced to 70p
- **Quarrellers:**
  - Point Cost: 10 Quarrellers: 90p + Nx20p, Quarreller 11-20: +11p each
- **Thunderers:**
  - Point Cost: 10 Thunderers: **100p** + Nx20p, Thunderer 11-20: +**12p** each
- **Longbeards:**
  - Point Cost: 10 Longbeards: **120p**, 11-20: +**10p** each, 21+: +**9p** each
- **Ironbreakers:**
  - Point Cost: 10 Ironbreakers: **130p**, 11-20: +12p each, 21+: +10p each
- **Rangers:**
  - Point Cost: 10 Rangers: **130p** + Nx30p, Ranger 11-20: +**13p** each
- **Troll Slayers:**
  - Point Cost: 5 Troll Slayers: 20p + Nx50p, Troll Slayer 6-15: +**12p** each
- **Bolt Thrower:** Point Cost: **50p** + Nx10p

- **Gyrocopter:**
  - added heavy armour
  - Point Cost reduced to 90p + Nx40p

## Empire

- **Support Fire**

If a Regimental Unit is charged, each Detachment of the Regimental Unit with missile weapons, which is not engaged in cc or is the target of a charge itself, can execute the charge response Stand & Shoot against one of the units charging the Regimental Unit. Detachments can **provide support fire** even if the charging unit is within half charge distance. **Further, a detachment providing support fire does not suffer -1 to to-hit rolls for Stand & Shoot.** All other shooting rules apply as normal.
- **Characters**
  - Point cost for pistol reduced to +10p
- **General of the Empire:** Barded Warhorse +25p
- **Arch Lector of Sigmar:**
  - Warhorse +15p
  - Barding +10p
- **Grand Master:** point costs for magical shields reduced by 10p each
- **Wizard Lord:**
  - Warhorse +15p
  - Barding +10p
- **Battle Wizard:** S Grey Wand +30p
- **Master Engineer:** 30p + Nx10p
- **Handgunners:** Handgunner 11-20: +8p each.
- **Crossbowmen:** Crossbowman 11-20: +8p each.
- **Archers:** Archer 11-20: +7p each
- **Detachments:**
  - Reduced upgrade for Regimental Unit to +5p (core) / +15p (special)
  - Swordsmen: 70p
  - Halberdiers: 60p
  - Spearmen: 55p
  - Fighters: 60p
  - Handgunners: 75p + Nx10p
  - Crossbowmen: 75p + Nx10p
  - Archers: 70p + Nx20p
- **Pistoliers:** Point Cost: 5 Pistoliers: 100p + Nx10p, Pistolier 6-10: +16p each
- **Outriders:** Point Cost: 5 Outrider: 110p + Nx10p, Outrider 6-10: +18p each
- **Halflings:** Point Cost: 10 Halflings: 70p + Nx20p, Halfling 11-20: +7p each



## High Elves

- **Speed of Asuryan:** clarified and moved to unit specific special rules
- **Martial Prowess:** *If this unit did not move in the movement phase, the unit attacks with an additional rank if it shoots or attacks an enemy in its front with spears. Cannot be used during a Stand & Shoot charge response.*
- Additional magic items:
  - **B Standard of the Everqueen**
  - **B Spell Banner**
  - **B Ithilmar Banner**
  - **B Banner of Caledor**
  - **B Standard of Refuge**
- Additional character option:
  - **Loremaster**
- **Sea Guard:** Point Cost: 10 Sea Guard: 120p + Nx10p, Sea Guard 11-25: +12p each
- **Archers:** Points: 10 Archers: 90p + Nx10p, Archer 11-20: +10p each, ~~21+: +8p each~~
- **White Lions of Chrace:**
  - Point Cost: 10 White Lions: 150p, White Lion 11-20: +12p each
  - Added option for **Scouts**
  - Added **Rank (1)** special rule
- **Sisters of Avelorn:**
  - Point Cost: 5 Sisters of Avelorn: 75p + Nx25p, Sister 5-10: +15p each
- **Tiranoc Chariot:** Point Cost: 80p + Nx10p
- **White Lion Chariot:** Point Cost: 140p + Nx10p
- **Skycutter Chariot:** Point Cost: 110p + Nx20p
- **Repeater Bolt Thrower:** Point Cost: 70p + Nx20p

## Kislev

- **T Guard Stone:** MR2
  - Costs reduced respectively
- Characters
  - Point cost for pistol reduced to +10p
- **Tzar:**
  - Warhorse +15p
- **Tzarina:**
  - Warhorse +15p
- **Kreml Guard:** Point Cost: 10 Kreml Guard: 120p, 11-30: +9p each, ~~21-30: +7p each~~
- **Oblast Outrider:** shields for +2p/model
- **Wagon Fort** and **War Wagon:** Defender and Cannon Crew Ini increased to 3
- **Handgunners:** Handgunner 11-20: +8p each.
- **Pistoliers:** Point Cost: 5 Pistoliers: 100p + Nx10p, Pistolier 6-10: +16p each

## Lizardmen

- **Saurus Oldblood:**
  - -1A
  - added special rule Bite Attack
  - revised point costs of equipment accordingly
- **Battle Standard:**
  - -1A
  - added special rule Bite Attack
  - revised point costs of equipment accordingly
- **Saurus Scar Veteran:**
  - -1A
  - added special rule Bite Attack
  - revised point costs of equipment accordingly
- **Saurus Warrior:**
  - -1A
  - added special rule Bite Attack
- **Saurus Spearman:**
  - -1A
  - added special rule Bite Attack
  - Points: 10 Spearmen: **150p**, Spearman 11-20: +12p each, 21+: +9p each
- **Temple Guard:**
  - -1A
  - added special rule Bite Attack
  - Point Cost: 10 Temple Guard: **200p**, Temple Guard 11-20: +20p each
- **Saurus Cavalry:**
  - -1A
  - added special rule Bite Attack
  - Point Cost: 5 Saurus Cavalry: **200p**, Saurus Cavalry 6+: +30p each
- **Stegadon:** Point Cost: **225p** + Nx25p

## Norse

- **E Call of the Pack:** In its own 'Remaining Moves' phase the bearer may summon **D2+1** Frost Wolves.
- **E Chosen of the Gods:** +45p
- **Konnugr:**
  - Point cost: **100p**
  - Warhorse +15p
- **Tribe Elder:**
  - Warhorse +15p
- **Godi: S Bear Paw** +30p
- **Werewolf Alpha:** added special rule Ignores Difficult Terrain
- **Archers:** Archer 11-20: +7p each
- **Ulfhednars:** The unit may exchange their additional hand weapons for great weapons for +30p.
- **Horsemen:** shields for +2p/model
- **Frost Giant:** added ItP

- **Quarrellers:** Quarreller 11-20: +12p each
- Added special rule Relentless to all **Norse Dwarfs**

## Ogre Kingdoms

- **T Gnoblar Thiefstone:** MR(1) for each stone, up to 2
- **BSB:** Sword of Might: +25p
- **Bruiser:** Sword of Might: +25p
- **Hunter:** Sword of Might: +25p

## Orcs & Goblins

- **Army wide special rule**
  - **Greenskins:** All models in the army count as Greenskins (has no direct effect).
- Changed special rule “**Spider Walk**” to “Ignores Difficult Terrain”
- **Fanatics:**
  - Release the Fanatics! Fanatics must be immediately released when an enemy unit comes within 8” of the Host. Stop the enemy unit, then for each Fanatic hiding in the unit, nominate a point of release on any edge of the Host as well as a direction and roll dice for the Fanatic’s movement (2D6”). Once the movement of all released Fanatics and the damage they caused has been resolved, the enemy unit can continue its move if the controlling player wishes to do so.  
Fanatics are not released if the Host is broken.
  - Miscellaneous:
    - Fanatics cause D6 S5 AP(1) hits to any unit they contact. Hits are treated as close combat hits and are distributed like shooting.
    - Casualties caused by Fanatics do not cause panic tests.
    - Fanatics cannot be released voluntarily.
    - Victory points are determined by the Host, i.e. individual Fanatics are not worth any victory points themselves.
- **Characters**
  - **Black Orc Waaaghboss:**
    - Point Cost: 150p
    - Sword of Might: +25p
  - **Orc Waaaghboss:**
    - Point Cost: 110p
    - Sword of Might: +25p
  - **Savage Orc Waaaghboss:**
    - Point Cost: 120p
    - Sword of Might: +30p
  - **Black Orc BSB:** Point Cost: 120p
  - **Orc BSB:** Point Cost: 90p
  - **Savage Orc BSB:** Point Cost: 95p
  - **Black Orc Big Boss:** Point Cost: 95p
  - **Orc Big Boss:** Point Cost: 65p
  - **Savage Orc Big Boss:** Point Cost: 70p

- **Units**
  - **Orc Arrer Boyz:** Point Cost: 10 Arrer Boyz: 50p + Nx10p, Arrer Boy 11-20: +6p each
  - **Savage Arrer Boyz:** Point Cost: 10 Savage Arrer Boyz: 80p + Nx10p, 11-20: +8p each
  - **Orc Big Uns:** Point Cost: 10 Orc Big Uns: 100p, 11-20: +8p each, Big 'Un 21+: +7p each
  - **Savage Orc Big 'Uns:** Point Cost: 10 SO BU: 130p, 11-20: +10p each, 21+: +8p each
  - **Wolf Chariot:**
    - Removed spears
    - Point Cost: 60p + Nx10p
  - **Boar Chariot:** Point Cost: 80p + Nx10p
  - **Pump Wagon:** Point Cost: 30p + Nx20p
  - **Spear Chukka:** Point Cost: 40p + Nx10p

## Skaven

- **Life is Cheap:** All Skaven units may target enemy units in cc with friendly units with ranged attacks, Magic Missiles or Direct Damage spells. Effects with templates are resolved as usual, i.e. the respective units under the template are affected. For each hit by Magic Missiles, Direct Damage spells or ranged attacks without templates that an enemy unit engaged in cc with a friendly unit would suffer, roll a D6: on a 4+ the hit is transferred to the friendly unit the enemy unit is engaged with. If multiple friendly units are engaged with the enemy unit, randomise the hits between the respective friendly units.
- **Characters**
  - Point cost for warlock pistol reduced to +10p
- **Warlock Engineer:** Point Cost: 80p
- **Night Runners:** Point Cost: 10 Night Runners: 80p, Night Runner 11-20: +5p each
- **Ratling Gun:** 60p + Nx10p
- **Plague Censer Bearers:** 5 Plague Censer Bearers: 100p + Nx10p, 6-10: +14p each

## Tomb Kings

- **E Brooch of the Great Desert:**
  - Can be used at the start of any phase (of any player). The bearer and its unit cannot be targeted by spells or ranged attacks until the start of the Tomb Kings next turn. One use only.
  - Point cost: 30p
- **S Enkhil's Kanopi:**
  - Can be used at the start of any phase (of any player). All spell effects and RIP spells (by any player) are dispelled, i.e. they end immediately. One use only.
  - Point cost: 50p
- **B Standard of the Sands:** Can be used at the start of any of your opponent's turns. In this turn units are not allowed to march (even Dwarfs) and all units suffer -1 to their rally tests. One use only.

- **B Icon of Rakaph:** If the unit is not engaged in cc, it may make a free reform at the start of the Tomb King's movement phase before charges are declared. This reform does not prohibit the unit from shooting or moving/charging.
- **Royal Chariot:** added Shambling
- **Lich High Priest:**
  - Point cost: 50p
  - Incantation of Urgency: +35p
- **Lich Priest:**
  - Point cost: 25p
  - Incantation of Urgency: +25p
- **Skeleton Warriors:** Basic cost reduced to 80p
- **Skeleton Spearmen:** Basic cost reduced to 90p
- **Skeleton Archers:** Point Cost: 10 Skeleton Archers: 70p + Nx10p, 11-20: +8p each
- **Skeleton Horsemen:** shields for +2p/model
- **Ushabti:**
  - T 5
  - Removed heavy armour
  - Point Cost: 3 Ushabti: 160p + Nx20p, Ushabti 4-10: +50p each
- **Ushabti Archers:**
  - T 5
  - Removed heavy armour
  - Point Cost: 3 Ushabti Archers: 130p + Nx20, Archer 4-10: +50p each
- **Necrolith Colossus:** WS 4

## Vampire Counts

- **Spectral Steed:** The unit moves through obstacles and any terrain without suffering movement penalties or damage from the terrain. The unit cannot end its movement in impassable terrain.
- **Balefire:** Enemy spells cast within 24" of one or more balefires suffer -1 to cast (PM and BM).
- **Lords**
  - **Vampire Lord:** Point Cost: 200p
  - **Ghoul King:** Point Cost: 275p
  - **Lahmian Vampire Countess:** Point Cost: 475p (200p for the Vampire, 275p for the Coven Throne)
  - **Blood Dragon Lord:** Point Cost: 250p
  - **Wight Lord:** Point Cost: 125p
- **Heroes**
  - **Vampire:** Point Cost: 115p
  - **Wraith:** Point Cost: 65p + Nx25
  - **Banshee:** is equipped with a hand weapon.
- **Units**
  - **Skeleton Warriors:** Basic cost reduced to 80p
  - **Skeleton Spearmen:** Basic cost reduced to 90p
  - **Zombies:** ASL removed
  - **Ghouls:** Basic cost reduced to 110p

- **Corpse Cart:**
  - Point Cost: 85p
  - Options: Balefire +40p
- **Cairn Wraiths:** Point Cost: 3 Cairn Wraiths: 90p + Nx50, 4-10: +40p each
- **Varghulf:** Point Cost: 150p + Nx35p
- **Terrorgheist:**
  - Death Shriek revised
  - Removed Regeneration
- **Black Coach:** T5

## Warriors of Chaos

- Added army wide special rule **Rivalry of the Gods**
- **Lords**
  - **Chaos Lord of Khorne:** Point Cost: 210p
  - **Chaos Lord of Slaanesh:** Point Cost: 200p
  - **Exalted Chaos Sorcerer:** Point Cost: 60p
  - **Exalted Chaos Sorcerer of Nurgle:** Point Cost: 80p
  - **Exalted Chaos Sorcerer of Slaanesh:** Point Cost: 80p
  - **Exalted Chaos Sorcerer of Tzeentch:** Point Cost: 80p
- **Heroes**
  - **BSB of Khorne:** Point Cost: 145p
  - **BSB of Slaanesh:** Point Cost: 130p
  - **Exalted Chaos Champion of Khorne:** Point Cost: 120p
  - **Exalted Chaos Champion of Slaanesh:** Point Cost: 105p
  - **Chaos Sorcerer:** Point Cost: 35p
  - **Chaos Sorcerer of Nurgle:** Point Cost: 50p
  - **Chaos Sorcerer of Slaanesh:** Point Cost: 50p
  - **Chaos Sorcerer of Tzeentch:** Point Cost: 50p
- **Units**
  - **Marauders:**
    - Equipment: Hand weapon, light armour and flail
    - Point Cost: 10 Marauders: 60p, Marauder 11-20: +5p each, 21+: +4p each
    - Options: Standard +20p, Musician +5p, Champion +10p
    - The unit may replace their flails with one of the following:
      - - Shields +10p
      - - Great weapons +10p
    - The unit may get one of the following marks:
      - Mark of Khorne +35p
      - Mark of Nurgle +2.5p/model
      - Mark of Slaanesh +1.5p/model
      - Mark of Tzeentch +1.5p/model
  - **Chaos Warriors:**
    - Additional hand weapons +1p/model
    - Mark of Khorne +50p

- **Chaos Knights:**
  - Point Cost: 5 Chaos Knights: **260p**, Chaos Knight 6+: +40p each
  - Options: Standard +25, Musician +10, Champion +15p
  - The unit may replace their Lances with Ensorcelled Weapons for +35p
  - The unit may get one of the following marks:
    - Mark of Khorne +75p
    - Mark of Nurgle +8p/model
    - Mark of Slaanesh +6p/model
    - Mark of Tzeentch +6p/model
- **Marauder Horsemen:**
  - Flails +3p/model
  - Shields (or light armour) +2p/model and unit loses the Light Cavalry special rule
  - Mark of Tzeentch +3p/model
- **Chosen:**
  - Point Cost: 10 Chosen: **225p + Nx25p**, Chosen 11-20: +25p each
  - Mark of Khorne +75p
  - Mark of Slaanesh +4p/model
  - Special Rules: Stubborn, ~~Block (shield)~~, Martial Honour
- **Chaos Chariot:**
  - Point Cost: **120p** + Nx10p
  - Mark of Khorne +20p
- **Gorebeast Chariot:**
  - Point Cost: **150p** + Nx10p
  - Mark of Khorne +20p
- **Dragon Ogres:**
  - Great weapons +60p
- **Chaos Warshrine:**
  - Point Cost: **125p** + Nx25p
  - Added Stubborn
- **Skullcrushers:**
  - Point Cost: 3 Skullcrushers: **300p** + Nx30p, 4-8: +100p each
  - The unit may replace their lances with Ensorcelled Weapons for +50p
- **Hellstriders of Slaanesh:**
  - Changed **Immune to Psychology** into **Mark of Slaanesh**

## Wood Elves

- **Wardancer:** Shadowdances of Loec: Shadows Coil: Ward Save (4+) **vs cc attacks**
- **Glade Guard:** Glade Guard 11-20: +11p each